

TERROR WAR

Designer Bruce A. Costello (Revised July 2010)

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1.0 INTRODUCTION

Terror War is a solitaire, strategic level boardgame of the 'War on Terror' (since renamed 'The Long War') the United States of America and her allies are conducting against al Qaeda and other entities (states and organizations) that are, or may be, involved.

The objective of the terrorists is to demote the United States from pre-eminent world power and set up a situation where they could overthrow existing Muslim states to create and rule the resulting backward, ignorance-based medieval states in a crucially important region and thus attempt to dominate the future of Man. Your objective is to avoid this and simultaneously eliminate al Qaeda. This must be done in a murky world where certainty as to who is a definite enemy and who is not, and what will work and what won't, cannot be easily obtained.

You (the U.S./American or Western player, as you prefer) are guided and constrained in action by the game requirement to adopt real world strategies. While these may be primarily military (and all strategies have a military component) other non-military options are available: there is thus a fair degree of latitude to experiment and see what gambits, combinations etc. might work and what may not. One doesn't have a

particular 'axe to grind' in this regard and I've done my best to model the situation to the best of my ability and understanding.

The game begins in the immediate aftermath of 9/11. The 'terror' side is conducted according to certain rigid principles embedded in the rules, using a sort of 'artificial intelligence' system driven mainly by Random Events which will be explained later. The mechanics provided are designed to frustrate and ultimately defeat the U.S. player according to my best understanding of the situation. To win, the player must see through these stratagems and adopt the best countermeasures, plus have a little luck along the way.

1.1 TIPS

The easiest way to learn this game is to read the rules once, then set up and play, carefully and methodically following the Sequence of Play. Refer to each pertinent rules section as questions come up. It is not necessary to commit everything to memory, just have an understanding of the basics, and do each step one at a time.

1.2 COMMONLY USED ABBREVIATIONS

aQ - Al Qaeda

DRM - Die Roll Modifier, the addition or subtraction of a modifying number to a die roll, where specified in rules.

EP - Economic Points

DO - Diplomatic Operations

GCU - Ground Combat Units, sometimes also referred to as 'land' units.

IO - Intelligence Operations

MO - Military Operations

Nuke - Nuclear Weapons

RE - Random Event

SOF - Special Operations Forces

WMD - Weapons of Mass Destruction (Nuclear, biological, chemical weapons of great potency)

2.0 GAME COMPONENTS

2.1 SCALE

Each turn represents a year.

Each ground unit represents several thousand troops, tens of thousands of sailors if it is a Fleet or one or two hundred planes and a few thousand supporting Airmen if

aircraft. Some units such as the CIA counters for example, represent far fewer people on the map but a lot of resources committed.

One inch on the map equals roughly 500 miles (800 kilometres).

2.2 MAP

The 22 x 17 inch map is a political portrayal of the Middle East and Southwest Asia. Certain key objectives - for example, Kabul - are portrayed on the map as boxes with names.

2.3 PLAYING PIECES

The counters represent various military units plus tracking markers and event indicators. Military counters have a numerical combat factor printed on them. While major ground combat units have their types indicated on the counters (eg armour) this has no effect on play as combat strengths are based on estimated counterinsurgent capacity. Air and naval units are delineated by icons of aircraft and ships.

2.4 DICE

This game requires two six sided dice, which are not provided.

3.0 SETTING UP THE GAME

Do the following before starting the game.

3.1 U.S./Western set up

*One U.S. fleet, the 5th, starts the game in the Indian Ocean. Available in the U.S. Holding Box are the Bomber and two Air units, one SOF unit, the 75th Ranger unit (marked with 'RGR'), 4th Mechanized division, 82nd Airborne division, and 1st Marine division (the unit with the anchor symbol; there are two other U.S. Marine counters so if interested in historical accuracy, look for the 1M in upper right corner). There are two CIA Intel units available. The Western Intel unit sets up in either the European or Asian Holding Box, as you prefer - it may never be used elsewhere.

*The Turkish and Gulf States airbases are available for subsequent deployment of up to one U.S. air unit and one U.S. ground unit.

*In Kuwait place the 3rd U.S. Mechanized division and the Kuwait Corps.

*The two Turkish units set up anywhere in Turkey. The Turkish units set up at the airbase.

*In Afghanistan, place the N. Alliance and Warlords counters adjacent to Kabul. These start the game friendly to the U.S. and may be used by the U.S. player

(see 11.21).

*Other units must be bought (see 7.3).

*Set the EP marker to '5', and Strategy marker on Strategy 1 (if playing the Historical game; otherwise, read Scenarios sub-section 14.2).

3.2 Iranian, Iraqi, Syrian initial set up

*Iranian units set up in on any objectives in Iran, at least one ground combat unit each and air and missiles one per objective. Put the Iranian nuclear facility face up on the map but not on an Objective. Also, put the Iranian nuclear stockpile counter in a cup along with a blank counter and draw blindly; place face down on the map. Do not cheat and look and be sure to hide the counter not drawn somewhere out of sight. The existence of Iranian nukes must remain a mystery, until revealed in some way (see 11.10, 11.26, 12.6)

*Iraqi ground units set up one unit in Basra, the other Baghdad and the missile with either.

*All Syrian units set up in Damascus Syria.

3.3 Al Qaeda, Taliban, and Hezbollah Initial set up

*One Face UP Taliban unit sets up in Kabul and one al Qaeda unit (face up) plus bin Laden (face down) set up at Tora Bora (see 12.4, 15.4)

*Set the Arab Street marker to '4' and al Qaeda EP marker to '3'. The 9/11 terror strike has already occurred.

*al Qaeda units may thereafter be set up in conquered hostile countries (except Iran) as per 12.10.

* Hezbollah set up in Beirut, Lebanon.

3.4 Other Power Set Up

*In Saudi Arabia, one unit sets up in their coastal oilfield, the other in Riyadh.

*In Israel, the Air unit, the Missile, the SOF and any two ground combat units set up.

*In Egypt, any two ground combat units set up in Cairo.

*The Jordanian unit sets up in Jordan.

**All Pakistani ground units may deploy, at least one in each city and the majority in Karachi. Air and missile units set up one per city.

3.5 Hostile Countries

3.5.1 In general

A hostile country is one the U.S. player has placed a 'Hostile' marker on or that has become 'Hostile' by a Random Event (see 9.4, 11.0).

3.5.2 Declared

Afghanistan, Pakistan, Iraq and Iran may all be declared hostile.

3.5.3 by Random Event

Syria may become hostile by random event.

Any nation that attacks Israel or is attacked by Israel automatically becomes Hostile.

3.5.4 Effect

With some limited exceptions involving bin Laden (and then only involving limited force options), the U.S. player may not attack into non-hostile powers (see 8.9, 8.10, and 10.10). Hostile countries that you have conquered must be garrisoned by a minimum of four friendly ground combat units, even if pacified, until Strategy 4 is used to execute a withdrawal (see 5.3).

3.6 Insurgencies

Conquered nations (that is, all objectives are occupied by your forces) immediately have all their remaining forces removed. Also remove the 'Hostile' marker and replace with an 'Insurgency' marker.

* There is a mandatory requirement that each objective be occupied by at least one of your units. Should a Terror side attack subsequently retake the objective, you must retake it on your next turn.

* In the case of Iraq, Afghanistan and Pakistan al Qaeda units can henceforth be set up therein. Taliban units may set up in Pakistan and/or Afghanistan.

* Counterinsurgency operations are required to pacify an Insurgency - see 10.11, 12.10.

4.0 VICTORY CONDITIONS

There are SIX ways the game can end:

A. At the end of any turn, there are no al Qaeda units on the board and bin Laden is dead, plus any Hostile nations have been defeated and pacified - **U.S. Victory.**

B. Turn 2020 (or 2007 if using Total War strategy) ends and the U.S. fails to satisfy requirements of "A" above OR deviation from current strategy - **a Terror Side Victory.**

(See 'F' below and also 'Draw Result Amelioration' for possible exception).

C. A Weapon of Mass Destruction is successfully used by the terrorists in any Holding Box - **a Terror Side Victory.**

D. Failure to survive an "Economic Collapse" die roll (see 7.5), **or** there is a War in Europe or Far East and you fail the die roll (See 11.8, 11.18) - **a Terror Side**

Victory.

E. If the U.S. executes a nuclear strike, roll one die; the game ends immediately. A 1-3 is a **Terror Side Victory**. On a roll of 4-6 the result is a **Draw***.

Also, if war between minor powers ends in a nuclear exchange OR U.S. fails to satisfy a Random Event requirement, the game automatically and immediately ends in a **Terror Side Victory**.

F. If at the end of the last game turn bin Laden is dead and all conquered countries have been pacified but there is still at least 1 al Qaeda unit on the map - **Draw***.

4.1 DRAW RESULT AMELIORATION

See 5.3, "Strategy 5", for ameliorating circumstance.

Comment: 'Draw' results may seem innocuous - after all, it's not a Terror Side victory. But in all likelihood American power will diminish significantly over a protracted time in the aftermath of such an outcome. So don't feel too satisfied with this result.

5.0 STRATEGIES

The U.S. has certain strategies available. At all times, only one of these will be in effect at any time and the player must adhere to the conditions imposed by the strategy or forfeit the game (see 5.2, 5.4).

5.1 Initial Strategy

The first strategy selected is in effect until the end of 2004 at which time you may change strategies or keep the current one. In the Historical game, this initial strategy is Strategy 1 "Axis of Evil".

5.2 How to Change Strategy

Starting 2005 and every odd turn after (except 2021), you may attempt to change strategy. This is done by die roll - a result of 4, 5, or 6 allows the player to adopt a new strategy. Also, certain Random Events may force strategy change in the next odd year regardless of your (see 11.27). In that event, any strategy except the current one may be selected.

NOTE: *deviation from the current strategy results in automatic loss of the game (see 5.4 for example). In the case of the 'Gulf War' event, you have the option to change strategy in the next turn to allow invasion of Iran (see 11.11).*

5.3 Strategies

All strategies except Strategy 2 are played during a 20 turn game, from 2001 to 2020. Strategy 2 games play out from 2001 to 2007 and must end at that time.

5.3.1 Strategy 1 - “Axis of Evil”

This strategy can only be selected as the first strategy in a game. You must name three countries as hostile (see 9.4) and place hostile markers. The countries you may choose from include Afghanistan, Iraq, Iran, or Pakistan. By 2003, you must invade at least two of these countries and occupy all objectives in each.

When using this strategy or any other except Strategy 2 (Total War), up to 4 NG/Marine Reserve units may be purchased.

NOTE: *this is the historical strategy and is automatically in play at start of the Historical Scenario.*

5.3.2 Strategy 2 - Total War

This strategy can only be selected as the first strategy in a game; thus it may not be used in the Historical Scenario but only the Total War scenario (See 14.3). You must designate at least three, and no more than four, countries as hostile from the list in Strategy 1. Within three turns (years), you must invade all of these hostile countries and occupy all objectives in each, or lose the game. Note that you may still attempt to make Iran a friendly nation via Diplomacy.

The number of new EP's available per turn is raised from 3 to 5 EP.

You can begin upgrading ground units immediately. All NG (National Guard) and Marine Reserve units automatically enter play in 2003 - this costs no economic points.

Ignore the 'Economic Collapse' Random Event.

You get 5 DO's (Diplomatic Operations) in 2001 and then 3 DO a turn until the end of the game (ignore the Random Event increasing diplomatic operations).

If this strategy is selected, the game automatically ends with the conclusion of the 2007 turn, at which time victory is calculated.

You may NEVER change strategies after selecting Strategy 2, and must ignore any Random Event to do so.

5.3.3 Strategy 3 - Small “Axis of Evil”

You may declare one nation as hostile (use same list as Strategy 1, and 9.4), and may invade it - invasion is not required in this instance. The U.S. automatically attempts Energy Independence - see 7.4. Up to 4 NG (National Guard) or Marine units may be purchased.

5.3.4 Strategy 4 – Withdrawal

This strategy may not be the first chosen. If this is in effect, you must withdraw from one country that is in a state of Insurgency, Civil War, or Pacification. You must continue to fight in any other country you previously

invaded.

IMPORTANT NOTE: *This strategy must mandatorily be chosen if certain conquered nations have been in Civil War for two turns AND you have units in that country. See 11.9. NG or Marine Reserve units may not be purchased while this strategy is being used.*

5.3.5 Strategy 5 - Support “Freedom Fighters”

This strategy may not be the first chosen. You may place one insurgency marker in a country declared hostile but not invaded. If the friendly insurgency is still ongoing at games end in a conquered power, or there is still an al Qaeda unit on the map, and all other conditions of victory have been achieved, change any Victory Condition 'Draw' situation to a 'U.S. Victory'. NG and Marine Reserve units may be purchased as per immediately prior strategy.

5.3.6 Strategy 6 - Adjust Global Posture

This cannot be played if Strategies 1, 2, or 3 have previously been in effect. You, the U.S. player attempt to rework his global posture, reducing his military presence overseas while keeping your economic pre-eminence and overall superpower status through less dramatic means.

You may declare one country as hostile and invade at any time, this is not mandatory however.

You may fully use IO's and DO's to achieve objectives, and may use UAV's to strike targets.

You must attempt to achieve Energy Independence.

You can conduct any intelligence or diplomatic operations desired but may only invade one country. Starting turn 2005, you can use 3 Diplomatic Operations a turn until the end of the game instead of only 2 (ignore the Random Event increasing diplomatic operations in this case). Up to 4 NG (National Guard) or Marine units may be purchased.

NOTES:

1. The U.S. player is not obligated to invade a hostile country unless the strategy includes the words: “Within X turns (years), he must invade Y of these countries and destroy any armed forces they possess.”
2. If you change strategies the U.S. Energy Independence program remains in effect so long as you meet the stipulation of paying 1 EP a turn for ten consecutive turns.
3. Other stipulations as stated in individual strategies.

5.4 Explanation + Example: Deviation from Current Strategy

If, for example, the 'Current Strategy' marker is on 6, the U.S. may invade one country during any turn the strategy is in effect. If, however, you invade a second while this strategy is still in effect, you have immediately and automatically forfeited to the Terror side.

6.0 SEQUENCE OF PLAY

Follow these steps precisely and you won't go wrong.

A. Strategy Selection, Economics, and Currency Expenditure

- * You change strategy as per 5.2 and 5.3. (Not before 2005)
- * You calculate and receives EP allotment for the turn (7.1, 7.2) (Skip in 2001)
- * You expend EP to buy new units (7.3, 7.4). Additional EP expenditure takes place during the turn (7.3)
- * You check the Arab Street, then calculate and receive new Al Qaeda side units. Shuffle with existing aQ units and place as per 7.62.

Also place Taliban units. (Skip in 2001)

B. U.S. Operations Phase

Perform the following operations suites in the following order:

A. Intelligence Operations (IO) (See 8.0)

- Remove Intel units as desired. Place Intel units as desired.
- Conduct IO

B. Diplomatic Operations (DO) (See 9.0)

C. Military Operations (MO) (See 10.0)

- Move all units you desire
- Perform Strike Missions
- Fight any battles you wish, one at a time

D. Receive new/replacement units, including Intel units (see 7.3).

C. Random Event Determination Phase

- Roll the die twice. If a second Random Event is called for, roll again.
- Apply results of each Random Event as and when called for (See 'D'). Some events last a turn, others last forever, and some may not apply depending on the situation.

D. Terror and Enemy Nation Operations Phase

*Check for WMD if Pakistan has collapsed (see 11.15)

*If called for by Random Event, Al Qaeda EP are expended to conduct Terror Strikes as per 7.63.

*Conduct Terror/Hostile Nation and other conventional Military Operations as dictated by Random Event (see 10.0, 11.0 and 12.0).

NOTE: you may conduct up to one friendly side strike and move ground units to reinforce before Terror side military combat is resolved. See 10.5

*Attempt Terror Strikes as directed by Random Event. If WMD are available to al Qaeda, they must be used now.

*Remove Allied or Israeli SOF units that began the current turn on the map (Ignore for units in holding boxes).

E. Victory Determination Phase

Check if the stipulations for victory for either side have been achieved. (See 4.0)

7.0 ECONOMIC POINTS (EP), UNIT PURCHASE AND ARRIVAL

Both sides need EP to conduct operations, buy units, and so on. The U.S. player starts the game with five Economic Points (EP's) and receives three more each turn, unless Strategy 2, Mobilization is in effect (see 5.2). You may accumulate up to 8 EP's but no more than that.

Al Qaeda gets EP based on Arab sentiment, as indicated by the 'Arab Street' total (see 7.61). Up to three Al Qaeda EP may be accumulated.

Both sides may suffer reduction of EP based on certain factors which are explained below and elsewhere in these rules. EP are tracked using the tracking markers on the 'point tracking' scale.

7.1 Losing EP (U.S. side)

You receive fewer new EP per turn under the following circumstances:

* You invaded an Oil power the previous turn, which causes loss of 1 EP until that power has been pacified. Place a -1 EP Oil marker on the map to indicate.

* An Oil target is successfully struck by air or missile attack, or that Oil target is occupied by hostile forces, Place a -1 EP Oil marker on the map to indicate.

NOTE: the U.S. can suffer a maximum loss of 2 EP per turn, even if more Oil facilities are struck, captured, or in insurgent territory.

7.2 Receiving Additional EP (U.S. side)

The U.S. receives additional EP per turn during the Strategy phase for the following:

- * 1 EP for pacification of an insurgent Oil nation - Place a +1 EP Oil marker on the map to indicate. When the Oil marker becomes available, place it on the map on the country. The U.S. then gets one EP a turn. The limit for oil is +2 EP per year.
- * The U.S. player gets 3 EP the turn the Random Event 'Economic Boom' is rolled.
- * You get + 2 EP per turn after achieving energy independence (see 7.4).

7.3 Using EP (U.S. side)

The U.S. player may expend EP for the following;

- * 1 EP per new regular ground combat unit, Elite unit (non-SOF), air unit, Fleet received new or replaced except those noted below. Units arrive that turn during the appropriate phase (after Military Operations are complete). Units that start in the game on the map or in holding boxes do not need to be paid for.
 - * 1 EP buys the 6th Fleet, which requires 2 turns to arrive.
 - * 1 EP buys 1 CIA/Western Intel unit.
 - * 1 EP buys two National Guard and/or Marine Reserve units
 - * 1 EP buys all three of the British units (Armor, SOF, and Marine) or replaces only 1 lost British units.
 - * 1 EP buys the Canadian unit, or the Australian SOF unit, or replaces any units lost except allies not purchased by EP expenditure.
- NOTE:** All other Allied units arrive without expenditure of EP but rather DO (see 9.5, 9.11)
- * 1 EP builds one new (or replacement) SOF force.
 - * The UAV unit costs 1 EP but after replacement is free. The UAV can be purchased any time starting 2003.
 - 1 EP may be spent to upgrade 1 on-map unit (see 7.3.2)
 - 1 EP to conduct a bribe (see 9.2).
 - 1 EP to conduct one Counterinsurgency operation (see 10.11)
 - 1 EP to conduct the Regime Change operation (see 9.3).
- EP Expenditures to acquire DRM's of Random Event die rolls (such as Bribes), as listed in individual Random Events

7.3.1 New Units

Non-Fleet units arrive in any Holding Box or on-map Airbase or Kuwait

CIA / Western Intel units require 5 turns to arrive.

SOF units require three turns to arrive.

7.3.2 Upgrades

Upgraded units are replaced with units labeled 'upgrade' of the same unit ID (i.e, the '1' strength 82nd Airborne is upgraded to the '2' strength 82nd Airborne). These units are replaced where they are - on the map or in a holding box. Units cannot be upgraded prior to 2006 (unless using Total War strategy)

7.4 Energy Independence (U.S. side)

It is undeniable that less American dependence of foreign oil, especially from the MidEast, would allow greater stability in the world. The U.S. can declare a strategy that includes Energy Independence and thereafter spent 1 EP per turn for ten consecutive, uninterrupted turns. As a reminder, place the 'Flag' marker on the tenth turn after the current one, face down.

On that tenth turn, flip the 'U.S. FLAG' marker face up on the Turn Track. Starting that turn and thereafter, 2 additional EP's a turn are awarded, and all the effects of 7.1 are henceforth ignored. Also ignored are certain Random Events, as indicated in the text of each.

7.5 Economic Collapse

When the "Economic Collapse" Event occurs, consult the Economic Collapse table and roll one die. Add in any legitimate DRM's for having accumulated EP available. The results are either Economic Crisis or Immediate Economic Collapse or None.

If the result is Economic Crisis, place the "Economic Collapse" marker face down on the next game turn. At the start of the next turn, flip the marker over and roll again on the Economic Crisis table and follow the results there.

If the result is "None", remove the "Economic Collapse" marker from the game and ignore the event on all future turns.

If the result is "Economic Collapse" the game ends immediately in a Terror side victory, as per 4.0, 'D'.

7.6 The 'Arab Street', The Taliban, and al Qaeda EP (Terror side)

The 'Arab Street' marker tracks the sentiment of Arab and Moslem peoples towards the Terror War and al Qaeda in particular. The higher the pro al-Qaeda sentiment, the better their recruiting will be.

7.6.1 Arab Street - Tracking Arab Street and gaining al Qaeda EP's (Terror side).

This is done during the Strategy phase. The Arab Street goes up by one each time the U.S. invades a country (other than Iran, whom the Arabs in general don't like) and down one each time a country with an Insurgency marker is Pacified (again, not Iran). Other changes are as listed on the current Random Events Table across from each Event. Some Events cause no changes; other changes are listed underneath the Random Events Table.

Al Qaeda gets one aQ EP if Arab Street is one to 3, none if the Arab Street is at 0, and two EP if four or more. The number available is subject to reduction by U.S. Intel Operations (see 8.3).

7.6.2 al Qaeda, and Taliban recruiting and Terror Operations financing (Terror side)

al Qaeda receives the following replacements based on Arab Street status;

- * First, only ONE al Qaeda and/or Taliban are allowed to be placed in a Pacified country. Both types may still surge in full number into Afghanistan in event of Random Event (see 11.19)

- * Two (2) al Qaeda combat units (not bin Laden - if killed, he stays dead!) are brought on if the current Arab Street is 4 or more. If 2 or 3, only 1 al Qaeda combat unit is replaced. If 0 or 1, none are replaced.

- * PROCEDURE - First, al Qaeda units already on the map are picked up and shuffled together with the replacement units and placed face down (don't look!), first in Iraq (only if invaded and not yet pacified), then Pakistan, then Afghanistan, Egypt and finally in Syria (the last two must have an Insurgency marker and not yet be pacified - see 11.17). More than one al Qaeda unit can be set up in countries if insufficient invaded/unpacified countries are available. One al Qaeda units must set up first in unoccupied Objectives, if there are any. Each such open objective must be occupied before any units set up in the country. This has possible impact on combat (See 10.43).

Al Qaeda units may never set up in Iran.

- * The Taliban always gets 1 unit per turn up to the counter mix limits regardless of any other situation. Follow the same procedure as for al Qaeda, with the following priority: first place one Taliban face down in Pakistan, then one in Afghanistan and the third back in Pakistan. Taliban in Pakistan move into Afghanistan only through Random Event.

- * Hezbollah remains in Beirut unless activated by Random Event, at which time all units must attempt to

attack Israel (See 12.5, 11.14). After, one unit is automatically replaced each turn and must arrive in Beirut Lebanon, unless Lebanon is occupied by Israel.

7.6.3 al Qaeda financing of Terror Operations (Terror side)

This is the only use for al Qaeda EP. It costs 1 aQ EP per Terror Strike attempted and all Al Qaeda EP available must be expended when called for by Event. If there are insufficient al Qaeda EP to conduct all three Terror Strikes, then those unfinanced Strikes may not occur.

7.7 Israel

Israeli units are only used if activated by Random Event.

There are five events that call for Israeli involvement (See 11.6, 11.7, 11.10, 11.12 and 11.14), and each of these can only be played once per game (in other words, ignore each particular event if rolled again; keep track on paper). Unless Israel is occupied, it receives one replacement unit per turn until rebuilt to full strength.

7.8 Turkey

See 9.8 and 9.9 for information on Turkish entry into the conflict. Turkey starts as a friendly Allied airbase. If Turkish units get involved in fighting and suffer any losses, they are automatically replaced on the following turn, provided Turkey has not been occupied by enemy forces.

7.9 Iraqi and Saudi Arabian units

Iraqi and Saudi Arabian units can be replaced at the rate of one per turn if allied with the U.S.

7.10 Syrian, Pakistani and Iraqi Units

All Iranian, Syrian and/or Pakistani ground combat units that have been destroyed are automatically replaced if there are any cities that are unoccupied by Western units and un-nuked in their home countries. Air and missile units are never replaced (this includes missile units that were used and not destroyed. This applies whether a given nation is allied with the West or against the West.

8.0 Intelligence Operations (IO)

This rule deals with the dark and hidden side of the Terror War, which is to say, most of it. The U.S. player begins the game with two Intel markers - one CIA and one Western (this one marked 'West Intel' with a different colored background, so there can be no mistake). Two additional CIA markers can be built, but this takes time (five turns each - see 7.3). When we refer

to a CIA marker, we include the Western/Intel marker (though that marker only conducts operations in the Asia or Europe Holding Boxes).

First, during this phase each turn you may first remove and then place all currently available Intel markers on the map, as desired. The Western marker can only be placed in the Europe or Asia holding boxes, at player discretion. The CIA markers may be placed in any country on the map, or any of the Holding Boxes. CIA markers can either be placed together or separately in countries or Holding Boxes. In general CIA/Western Intel units can only conduct 1 IO per turn (exception - See 8.7)

The limit on numbers of 'Intel' operations is the number of available markers. Execute each IO one at a time. Thus, in the case where two markers are assigned to, say, Pakistan (and bin Laden is there), it may be possible to first reveal bin Laden using one marker and then attempt his assassination using the second (or strike or use ground attack during that phase).

8.1. Attempt to reveal (flip face up) one al Qaeda or Taliban unit.

Choose a face down unit and roll a die - a 4 to 5 reveals the unit; flip it face up (see 10.3). Bin Laden may not be revealed this way. If bin Laden is inadvertently revealed, simply remove him and place on next turns box (NOTE - the bin Laden counter is typically held off map except on turn 1 and after as per Random Event).

8.2. Attempt to find bin Laden.

Place the CIA marker in Europe, Afghanistan, or Pakistan. Roll one die - on a 1 or 2, roll again. On a '6' place the bin Laden counter face up in the targeted country. See 8.3 and 13.3 for ways to kill this counter.

NOTE: the bin Laden counter must only ever be placed in either Europe, Afghanistan, or Pakistan.

8.3 Attempt to assassinate bin Laden.

Bin Laden must be face up to be attacked. Roll a die - a '1' or '2' results in the death and permanent removal of bin Laden. (TIP - see 13.3)

8.4. Drain al Qaeda financing

Roll a die - a 1, 2, or 3 results in loss of one al Qaeda EP. This can be rolled for in any holding box or country, including the USA.

8.5. Influence negotiations with an uninvaded hostile country.

Roll a die - on a 5 or 6 flip the CIA marker over. During

the Diplomatic Operations phase a 'Negotiate' Operation gets a -1 DRM this turn only. CIA marker must remain in the country until next turns 'Receive units' phase.

8.6. Influence Counterinsurgency Operations.

Roll one die - on a 6 military counterinsurgency operations in that country get a +2 DRM this turn only. At least one CIA marker must remain in the country until the end of next turn.

8.7. Ameliorate or influence certain random events.

If a CIA marker is in a country or Holding Box that is affected by the following Random Events - 12.2 (al Qaeda gets WMD), 12.1 (al Qaeda Terror Strikes) or 11.15 (Pakistan Government Collapses) roll a die prior to Random Event resolution. On a 5 or 6 the Event is ignored. If event 11.24 (bin Laden fortuitously found) is found, the CIA may attempt immediate assassination as per 8.3.

This is the only operation where a previously used CIA marker can be used a second time the same turn.

8.8 Support friendly insurgency in hostile nation

Strategy 5 MUST currently be in effect as a prerequisite. You may attempt to create an insurgency in one country of your choice currently designated 'Hostile' and not yet invaded - Iran, Iraq, Afghanistan, or Pakistan. Expend 1 EP (see 7.3), and roll the die - on a 1 or 2, place the green U.S. Insurgency marker. If a friendly insurgency fails, you may attempt again to place it (within same restrictions).

A CIA unit in the same country as a friendly insurgent provides a supporting die roll against Terror Side Counterinsurgency Ops (see 12.13). See Victory conditions.

8.9 CIA Sabotage Attacks

These can be made against nuclear facilities in Iran if that nation is Hostile. Place the CIA unit and roll a die; the target is destroyed on a '1' or a '2'. Note that this or UAV strikes are the only strikes that can be made into non - invaded countries.

9.0 DIPLOMATIC OPERATIONS (DO)

Diplomacy is a vitally important, understated and underestimated tool in the terror war. The U.S. 'Diplomatic Operations' counter is used to track available DO on the points tracking scale. An important definition to remember is 'Hostile Country' - see 3.5.

The U.S. player generally may make up to four Diplomatic Operations (DO's) in 2001, 2002, and 2003, three in 2004, and two per turn from 2005 onwards. This number may vary (see 5.3, Strategies 2 and 6 and also Random Events). A given Diplomatic Operation may involve any one of the following:

9.1. Negotiations

This is to somehow influence one Hostile Country that hasn't been invaded yet. This DO can be used on Iraq, Iran, Afghanistan or Pakistan. Expend one DO and roll one die.

* On a roll of '1' or '2', flip the 'Hostile' marker to its reverse side. It stays face down until the diplomacy phase next game turn, during which the U.S. player may again attempt to negotiate. If successful two turns in a row, the country is no longer hostile

Exception: see 9.7 for special instructions on Iran.

* If al Qaeda is in the country, on a roll of 2, an al Qaeda terror counter (NOT bin Laden) in the country can be attacked by one air strike or CIA attack this turn to eliminate the unit. Note that the UAV unit can attack regardless of negotiations.

Die roll modifiers are a -1 DRM if done in conjunction with either a successful Intel Operation (see 8.1 or 8.2) or successful bribe (see 9.2 below).

9.2. Bribes

The U.S. player may offer one EP by first expending one DO. Roll one die - on a 4', '5' or '6' expend the EP and choose one of the following:

- A. A -1 DRM in Negotiations (9.1 above)
- B. A +1 DRM in regime change die roll (9.3).
- C. Induce Pakistan to attack one Taliban unit. If a CIA marker is in Pakistan, it may provide it's -2 DRM to the combat role for counterinsurgency.

9.3. Regime Change

Once per game, in one country (regardless of status e.g. hostile) the U.S. player may attempt to change a regime. This cannot be used against the European, U.S. or Asian Holding Boxes, only against any on-map countries.

Expend one DO and roll one die - on a '6' the regime is changed. Add +1 to the die roll if you successfully bribed the country using 9.2 this turn.

If it was a Hostile country, remove the Hostile marker and treat as a regular country henceforth. If the country was 'neutral' or 'friendly' (i.e. Israel or Pakistan) place the Regime Change marker on it and ignore the next

Random Event involving that country.

9.4. Declare Country Hostile

This is dependent on Strategy 1 or 3 being in effect. Name the target country (see 3.5) part of the "Axis of Evil" and place a Hostile marker thereon. This costs 1 DO regardless whether naming 1, 2, 3 or 4 countries hostile. There is no need to roll a die - simply place a Hostile marker there. If declaring Afghanistan hostile, it does not cost a DO (see 12.14). Any nation that attacks Israel automatically becomes Hostile - this costs no DO.

9.5. Induce Allied nation to send troops

It costs one DO per country brought in. This does not require a die roll. NATO countries have the following available units: Italy-1, Germany-1, France-1, Spain-1, Japan-1 and NATO -1. Units can be placed in one or more invaded countries. These units remain on the board until Random Events (see 12.1) bring about their removal. No EP are spent on these troops. Once removed, they do not return to the game.

9.6. Negotiate for Basing Rights.

Select any one non-hostile country (including the 'Stans') with a marked airbase and expend one DO. Roll die; on a 3,4,5, or 6 the U.S. player may thereafter base one air unit or land unit there, until a turn when a Random Event negates the rights. If a Random Event negates basing rights, the U.S. side player may attempt to regain such rights three turns later by using this same procedure. However, there is a -2 DRM to the die roll in that instance.

9.7 Negotiate to try and turn Iran into an ally.

The prerequisite to do this is successful negotiations the previous turn with Iran as per 9.1. The U.S. player uses two DO's and then rolls one die: on a roll of 5 or 6, Iran becomes an ally. Subtract 1 if Iran was previously named a Hostile country.

If successful, ignore all future Random Events pertaining to Iran. Also ignore the 'Hezbollah-Israeli' Random Event if rolled. See 10.0 for special instructions regarding the Iranian nuclear facility.

The U.S. may not hereafter invade.

9.8 Negotiate with Turkey to allow U.S. Ground Units to invade either Iran or Iraq

Expend one DO and roll a die - on a 1 or 2, the Turks allow U.S. ground troops in. Otherwise, they do not. This may be played again on a later turn if the first attempt fails.

9.9 Negotiate with Turkey to come into the War.

Turkey has a strong army and is nearby two potential major objectives. The prerequisite is that the 'Arab Street' marker must be at 3 or less and either Iraq or Iran (the two possible targets) must have been declared Hostile AND U.S. forces must also be involved in the invasion. Expend one DO and roll a die. On a 1 or 2, the Turkish units enter and are used by the U.S. player as any other ground combat forces and may combine into common stacks to attack or defend. After either all Iranian or all Iraqi forces are destroyed, the Turks must withdraw back to Turkey and remain there for the rest of the game. Turkish units destroyed are not replaced.

9.10 Ameliorate Underlined Random Events

Any underlined event may possibly be cancelled by diplomacy. Expend one DO and roll a die - the event is cancelled on a die roll of 4, 5, or 6. Note that the events that can only occur once can still occur if rolled on a future turn if nullified by diplomacy.

9.11 Diplomatic Operations and Propaganda

Expend 1 DO and roll 1 die. On a 1 to 3 reduce the Arab Street by 1.

10.0 MILITARY OPERATIONS

Western military operations are done by the U.S. player and involve Fleets, Air units, UAV and Ground Combat units.

Al Qaeda/Terror side military operations are in general conducted the same as U.S. operations, except they are driven exclusively by Random Event or response to U.S. invasion, and their movement is far more limited and the spectrum of unit types and operations thus is constricted (see 12.0).

Western side military operations may only be used against Hostile countries (see 3.5). The only exception involving military operations is that the U.S. UAV unit may make a strike into a hostile OR non-hostile country as part of a CIA Sabotage Attack (see 8.9, 10.10). Resulting diplomatic problems are built into the game (see 3.5 in particular).

However UAV strikes against the nuclear facilities of Iran can only be made if there is a 'Hostile' marker in that country. Israeli strikes on Iran only occur due to Random Event and the Hostile status of Iran doesn't matter in this case.

The objective of Military operations in the game is destruction of enemy units, occupation of strategic territory, counterinsurgency operations and overall an attempt to bring about more favourable circumstances

by means more direct than (but complementary to) IO or DO.

10.1 Unit Movement

Movement is greatly simplified in 'Terror War' compared to other wargames. The U.S./Western side can simply place units into Hostile countries to attack and fight, while other nations can move outside of their borders only as determined by Random Event.

U.S. side units can move from one Holding Box or on-map country to any other, once per game turn. There is no limit to the number/types of units the U.S. can move, except Naval units may only move between Holding boxes and either of the two Sea areas (Indian Ocean/Persian Gulf and Mediterranean Sea), while land units can never be placed in Sea areas (except Marines) and Air units only move between holding boxes, Fleets, and Airbases. Air units must begin and end in airbases.

Other countries can only move (or fight) as instructed by Random Event.

10.2 Stacking

Any number or type of units may stack together. Units not stacked together one on top of the others must fight separate battles if they engage or are engaged in combat in that area. Fleets, and any Marine units designated as at-sea, must remain in one of the oceans on the map (except none allowed in the Caspian).

10.3 When and Where Combat Happens

Combat is voluntary for the U.S. player, though it is mandatory for the Terror side (see 12.0). It may be initiated against any unit or stack of units on the map; combat never occurs in the Holding boxes.

All Strike attacks occur first (see 10.9), followed by Ground Combat (See 10.4). Only the U.S. side can make defensive strikes while under Terror side attack.

Face down Iranian nuclear facilities can only be attacked if Iran is Hostile or by Israel due to Random Event. The Iranian nuclear stockpile can never be attacked.

10.4 Ground Combat

Air, Land, and Naval units fight combat at discretion of the Western player during the Military Operations phase. That player is under no hard rule to make attacks. During the U.S./Western Military Operations sub-phase, all strike missions must be performed before ground combat.

Mandatory combat is initiated during the Terror side phase as determined by Random Event and is conducted as per this rule and/or other specifications of

the Event and combat rules.

10.4.1 Who Fights Whom

All ground combat units stacked together may attack a single unit or stack of ground combat units. Air units, SOF units, UAV units and fleets may contribute their combat factor, at discretion of the U.S. player.

The Terror side is far more constricted, and is explained in Random Events and also rule 12.0 On-map (not in holding box) Air units may be added to any attack. Total the number of Combat Factors on each side. Subtract the smaller number from the larger number; the result is the Combat Differential.

10.4.2 Resolving Ground Combat

Units can only fight one battle per player turn. Ground combat units, air units, naval units, SOF, Taliban/al Qaeda units and UAV units can take part.

Compare total number of combat factors on each side in a battle, subtract higher from lowest and refer to the Combat Table. Determine which column to use, factor in any elite unit Die Roll Modifiers (DRM's - see 10.12) and roll a die, adjusting result for the DRM's. Cross reference the result with the Combat Differential table to learn the number of enemy units destroyed, if any. You determine which units are lost for either side. If all units on an objective are destroyed, any or all attacking units are placed on that captured objective. In the rare case of a Terror side victory, only one unit can be placed on an objective.

Terror side air units in the stack under attack contribute their combat strength to the battle, and suffer the same consequences. Missile units, if caught alone after a battle, are automatically eliminated.

If combat involves Iran or Pakistan, the respective national air unit (if still available after U.S. strike missions) of these countries must be added to a battle that gives best odds to that country.

10.4.3 Face Down Units

Face down units can only be destroyed by Counterinsurgency Operations (see 10.11) OR if they are caught defending an objective. If you attack hidden units on an objective, first roll 1 die. On a 5 or 6 turn the hidden units over and resolve combat. On any other result move the hidden units off the objective and place your units there: there is no combat.

10.4.4 Ground Combat Example

There is one U.S. unit in Afghanistan and one Taliban unit also, but the U.S. player decides not to fight there this turn.

The U.S. player decides to conduct battle in Iraq against two enemy force groups. There is a '1' al Qaeda land unit in Fallujah and two Iranian units (two '2's') in Basra. The U.S. has four units with a strength of '1' in Iraq, one with a strength of '2', one air unit (strength = 2) and two 1 factor land units in a Holding Box.

The U.S. first moves in one of the land units (from the Holding Box) to Iraq and flies the Air unit in. For his first combat he then adds together three of the '1' units and the '2' unit already in Iraq plus the '2' Air unit, for a total strength of '7' against the '4' Iranians in Basra. On top of this, one SOF unit is added to the battle for a +1 DRM. The U.S. subtracts the Iranian '4' in Basra from the total attack strength of '7' for a Combat Differential of +3 and rolls a die. The die result is '4' which, with the +1 DRM, = '5'. Reading the +3 Combat Table, the result is two 'X's, meaning both Iranian units in Basra are eliminated. The victorious attacking units are placed on Basra.

The U.S. next uses his remaining land units (2 x '1's) to attack the al Qaeda in Fallujah, which has a combat factor of 1, at a +1 Combat Differential. Units from the other battle may not be used at this time, having already fought for the turn. Neither does the DRM of the SOF unit in the other battle apply.

The die is rolled and the result is '4', but the al Qaeda unit has a DRM which as applied here is a -1, changing the result to '3'. The al Qaeda unit survives the battle and remains in Fallujah.

Note that the U.S. player did not have to fight al Qaeda in Fallujah; he might instead have fought only against Iranians in Basra. Likewise, he may have chosen to fight only al Qaeda.

10.5 U.S. reaction to Terror-initiated combat

During the 'Terror and Other State Operations' Phase the Terror side is sometimes obliged to attack U.S. units due to Random Event. While the same rules apply as per 10.4, the U.S. has the one advantage: they can move Air units from on-map airbases and land units within the country where battle is fought to the stack(s) under attack. Marines offshore can also be moved to join with the stack under attack. After this movement is completed, compute and resolve any combats in that country or other countries.

10.6 Airbases

U.S. Air units must each have an airbase/carrier in order to operate on the map. There are three printed on-map Airbases. There are also one or two Fleets, which may serve as Airbases. The U.S. B-2's and the UAV are the exception - they can operate from any Holding Box.

Non-U.S. air units operate freely without this restriction as long as their nation is in the game as an active combatant for or against the U.S. side or, in the case of Israel, activated by Random Event.

10.7 U.S. Logistics

U.S./Allied units are in supply if there is at least one friendly Airbase on the map, or one fleet in an adjacent Sea area. Unsupplied U.S./Allied units cannot initiate combat or anti-insurgency operations.

Afghanistan is a special case. U.S. side units there are only supplied if Pakistan is not hostile, or if the 'Stans' airbase is friendly, or if Iran is an ally.

10.8 Fleet Units

Besides providing a 'logistical toad stool', each U.S. Fleet can act as airbase for one air unit. Fleets can also project their '1' combat factor to support any ground combat in an adjacent country, or to make a Strike against any target on the map (not holding boxes though).

Fleets can also act as anti-missile and anti-air units. If they are stacked on a friendly coastal objective and/or with friendly (or neutral Israeli) units along a coast, any missile fired against that target gains a +1 DRM to strike resolution per fleet.

10.9 Air and Missile Strikes

Strikes take place before any Ground Combat. In addition to providing combat support, air and fleet units can make strikes against targets on the map. They may make strikes and still support Ground Combat. Missiles may only make strikes.

You may select whether to use air or missile, including for Israeli strikes, but Terror side strikes must be made by missile if available. Used missiles return at the start of next turn, if there are any Objectives friendly to the owning side left.

For the Terror side and Israel, the target and requirement for strike is as stated by Random Event. For the U.S. side targets determined by you.

An individual strike can be against any one target on the map, except those in Holding Boxes. Targets include airbases/Air units, nuclear facilities, Oil facilities, face-up al Qaeda and Taliban units, and missile units. Missile units being used for strike have two ranges - Short Range missiles can only attack targets in an adjacent country, while long range missiles can strike anywhere on the map except into Holding Boxes.

There is a limit on the number of strikes per turn that can be made and that is determined by the number of Strike

Markers available and also strike-capable units.

Note: *Because Hezbollah, Iraq and Pakistan all share one strike marker, only one of these powers can make a strike on a given turn.*

One air or Missile unit (not both) can be used per strike. Missiles used are expended - except Israeli or Iranian missiles: these come back next turn.

U.S. or Israel may use either an air strike or missile strike at your option. Other powers must use their missiles first or their air units if no missiles are available. Only long range missiles can strike targets not in an adjacent country.

To resolve any conventional strike on any target, roll one die and consult the Strike Table. Place a Strike Marker with the right nationality indication on the designated target and resolve. If successful, place Strike marker on the target.

Missile and Air units struck are eliminated. If attacking facilities such as oil (printed on the map) or nuclear facilities there is a +1 DRM.

Missile or air units can also make Nuclear Strikes as per Random Event (See 11.10, and Optional Rule 15.5)

Missile strikes can modify the Arab Street level. This is explained in individual Random Events.

10.10 U.S. UAV

This unit requires no airbase and may be used anywhere, even into 'neutral' or 'friendly' countries, to attack Taliban/al Qaeda or support Insurgency Operations. Roll one die - such strikes succeed on a '1' to '4'. They may even strike Face Down units except the Iranian nuclear stockpile chit (an exception to the rule): add 2 to the die roll.

Reminder: *non-Israeli UAV strikes against the nuclear facilities of Iran can only be made if there is a 'Hostile' marker in that country (see 8.9, 8.10).*

See also 13.3; UAV strikes on al Qaeda leadership!

10.11 Counterinsurgency Operations

The U.S. may attempt to pacify insurgencies by expending 1 EP (see 7.3), consulting the Insurgency Table and rolling a die. Results may be either none, pacification, or destruction of 1 face-down enemy unit. The more military units that are in an insurgent country, the better the chance of pacifying it; there must be at least one U.S. side ground unit involved to conduct Insurgency Operations.

Pacification may not be attempted in a country if there are any al Qaeda or Taliban units occupying any objectives.

The Insurgency Table explains all the Die Roll modifiers. If successful, remove one 'Insurgency' marker. If all al Qaeda Taliban units and the insurgency marker are eliminated, replace them with the marker that says 'Pacified'. Countries pacified can change back to 'Insurgency' if al Qaeda make an attack into the country and survive (see 12.10 for discussion of Terror side Insurgencies).

Counterinsurgency operations in Egypt, Saudi Arabia or the Gulf States may be supported by SOF and/or CIA units (only). Your regular forces never enter these countries.

10.12 Elite / Special Operations Forces (SOF)

The U.S., Britain, Australian and Israeli's all have SOF forces in this game. The U.S., Canada and Britain also have elite units - non SOF units that can provide a DRM to combat (not counterinsurgency).

The U.S. units can be used repeatedly, but the others have either limited availability (Britain and Australia) or can only be used once (Israeli - by Random Event).

Elite units have the arrow symbol which gives a DRM to a battle involving other friendly ground units and enemy ground units. SOF (not elite) units may be used to provide a DRM in counterinsurgency operations.

U.S. SOF units cost the same as regular ground units to build (1EP) but require 3 turns to arrive. The Israelis are freely available one time only.

Allied SOF may be purchased but are only available for limited times due to the need of their respective countries for such capability elsewhere. You pay 1 EP for their initial entry onto the board. The first turn, they arrive in a Holding Box (Europe for the Brits, Asia for the Aussies). They are placed onto the main map next turn, then removed at the start of the turn after. (Example: an Australian SOF brought on in 2011 leaves at the end of 2013). They can be brought on again at a cost of 1 EP each for each time.

10.12 Garrisoning Conquered Hostile Countries

You must use a minimum of four ground combat units to garrison a conquered/hostile country, whether pacified or not, and these must remain until Strategy 4 is put into use. See 3.5, also 11.9.

11.0 RANDOM EVENTS

Random Events represent the interaction of your strategy and operations with the rest of the world. They are also used as the mechanism to control the operations of the Terror side. There are three Random Events Tables, each representing a different timeframe

within the course of the game. They represent our best guesstimate of how things may develop. Players should study these carefully before playing the game.

11.1 Random Event Procedure

Events and their probability are represented by a range of numbers.

Each turn during the Random Event Determination Phase, roll one die, then roll a second time. The first die result is the 'Tens' and the second, the 'Ones'. For example, if you rolled a '3' then a '5', the result is Event 3-5. Read and implement the event, and then roll for a second event if indicated.

NOTE you may only roll twice per turn for Random Events.

If the Event rolled is invalid due to insufficient prerequisites (eg., Arab-Israeli War only happens if there has already been an Israeli-Syrian War), then treat as no event. The event may still be rolled later and may take effect at that time.

Apply the indicated event as per the rules and when indicated. Finally, check the right side of the table for effect on the 'ARAB STREET' and move that marker on the track by the indicated amount in the indicated direction.

11.2 Arab Street Modifiers

These happen due to certain Random Events, other changes listed below the Random Event tables (including U.S. efforts to reduce the number).

11.3 U.S. Loses Basing Rights

Roll die: on a '1' you lose the Gulf States base, on a 2 'the Stans' and on a 6, Turkey. Remove the 'Basing Rights' marker. You may try diplomacy to regain basing rights in three turns (use 'Basing Rights' marker as a reminder when).

11.4 Indo-Pakistani War

This can only occur once - leave the Event marker on the turn track to indicate that cannot happen again. This only lasts one turn. See the Indo-Pakistani War Resolution Table, roll a die, and apply the results. If Pakistan does not collapse and there is no nuclear war, continue play as normal.

11.5 Korean Conflict

This can only occur once - place marker on track. This only lasts one turn. Consult the Korean Conflict table, roll a die, and apply the results. Withdraw 1 U.S. Fleet and one Air unit until next turn and place in the Asia box for

at least one turn. May influence the event 'Far East War', if that is subsequently an Event.

11.6 Israeli-Syrian War

This only occurs once, place marker as a reminder. Syria automatically becomes a Hostile Nation.

All Syrian ground units must attack all Israeli ground and air units currently on the map using the standard combat rules in 10.0, and the Israeli SOF unit (if not previously used) which will yield a DRM. Use the Combat Table to determine the outcome.

If both sides have at least one unit left, the fight continues and next turn U.S. units may send ground forces to Israel and strike Syria or initiate ground combat.

If Israel loses (i.e., all ground units eliminated and Syrians able to occupy Israel) immediately attempt a nuclear attack by Israel on Damascus, delivered by either the air or missile (if these were not previously destroyed or used). A nuclear strike succeeds on a die roll of 2 - 6, in which case the game immediately ends in a Draw (see Victory Condition 'E').

11.7 Arab - Israeli War

This only occurs once, place marker as a reminder, and only if there has already been a Syrian-Israeli War, and Israel survived. It only lasts one turn.

Bring all Israeli units onto the map in one stack. Israel must attack either Syria or Egypt with all units except one ground combat unit - precedence is Syria. Next, the strongest remaining Arab power - Syria or Egypt, must be moved into one stack adjacent to Israel and attack Israel using combat rules of 10.0 - all remaining Israeli combat units stack together for this battle. Arab powers with an Insurgency cannot participate nor be attacked.

Unless U.S. units are already in Israel due to the earlier Israeli-Syrian War, they may not take part. This includes any fleet posted as an anti-missile shield.

If Israel loses and is occupied, you must select one target (either attacking Arab units or a target in a hostile Arab country) and launch an Israeli nuke against it. A nuclear strike succeeds on a die roll of 2 - 6; place the non-U.S. Nuclear strike where the target was, in which case the game immediately ends in a Draw (or modified result - see Victory Condition 'E').

11.8 Far East War

This can only occur once - place marker on the track. This only lasts one turn. Consult the Far East War table, factor in any DRM's and roll a die.

11.9 Civil War

First, roll one die to determine which nation has a civil war; 1 = Egypt, 2 = Iran, 3 or 4 = Iraq, 5 = Pakistan, and 6 = Saudi Arabia. If Iraq has not been invaded, ignore any '3 or 4' roll and re-roll until another nation is chosen.

Place the 'Civil War' marker on the affected country.

NOTE - *there are only two Civil War markers, this is a design limit on more than two countries being in Civil War at a time!*

A nation that enters Civil War may be either Hostile or Friendly, conquered or unconquered. For conquered hostile nations, the effect is that any U.S./Western units are out of supply outside of occupied objectives.

Furthermore, counterinsurgency operations (see 10.11) in that country are not allowed as long as the Civil War lasts. Furthermore, remove 1 Ground Combat unit permanently from that nation (your choice).

For nations with Oil, that Oil is denied to the world; place an Oil marker - 1 EP. If Civil War is in Egypt, the U.S. must withdraw any Fleet unit in the Indian Ocean to the U.S., Asia, or Europe Holding Box. It must remain there until the Civil War ends.

At the end of each turn after the first, roll a die to see if the Civil War has ended. This happens if a 4 - 6 is rolled, at which time the Civil War marker is removed from the map and from the game (there may only be a maximum of two civil wars in any game).

If the Civil War continues in an occupied country for two consecutive turns, then at the next opportunity the U.S. player **MUST** change strategy to number 4; Withdrawal, and he may not go back into that country.

Ignore events 'Israeli Pre-emptive Strike on Iran' if Iran in Civil War, 'Bin Laden fortuitously found' if Pakistan in Civil War, and 'Palestinians and Israelis reach Peace Accord' if Iraq is in Civil War - see 12.6.

If this event is rolled more than once, it is possible there may be a maximum of two civil wars simultaneously, but always use the same procedure. If you roll a country already in civil war ignore the event. Countries that already had a Civil War that subsequently ended are still subject to this event.

11.10 Israel pre-empts Iran

This can only occur once - ignore in future. This cannot occur if diplomatic operations made Iran a friendly nation (see 9.7). Israel must immediately make a strike (using air or missile; your discretion) on the Iranian nuclear facility; see 10.9. See also 12.5 for Hezbollah counteraction on Israel.

Whatever happens, roll the die: on a 1-4 Iran immediately uses its missile to make a conventional counterstrike on Israel (use Strike Table to resolve). If successful, raise the Arab Street by one level. On a 6, Flip the Iranian nuclear stockpile counter face up - if Iran has a nuclear stockpile, use it to immediately make a nuclear strike on Israel. (see 13.1). If no nuclear stockpile, Iran does not make the nuclear attack, nor may it ever acquire nuclear weapons.

11.11 Gulf War

This can only occur once - place marker as a reminder. This cannot occur if diplomatic operations made Iran a friendly nation (see 9.7). Place marker 'Gulf War' marker on turn track as a reminder to ignore this event if it is rolled again.

When 'Gulf War' occurs AND the U.S. occupies Iraq, Iran must divide its forces and use half its unit strengths to attack Basra and the other half to attack Baghdad.

Whether or not the U.S. is in Iraq, Iranian missiles must be used to strike either the Saudi or Kuwaiti Oil Field, with limit of one strike allowed per turn. As targets, the Saudi oil field must be attacked first (see 10.9).

Lastly, flip the Iranian nuclear stockpile marker face up. If Iran has nuclear weapons, roll one die: on a 1-3 (see 10.8 for Fleet drm) a successful nuclear attack is made on Israel and the game immediately ends as per 4.0 section 'E'. Any other die roll means the weapons are ineffective or Israelie defenses strong - remove the nuclear stockpile from play.

Whatever the outcome, subtract two EP from the Western total for the current turn and 1 EP for the next turn. If the game doesn't end, then during the next U.S. 'Change Strategy' turn the player may change strategies (if need be) and fight to conquer all of Iran. If conquest happens automatically place an Insurgency marker in Iran.

11.12 Palestinians and Israeli near Peace Accord

Roll die - on a 1 - 2 a peace accord is reached. As in crisis resolution the U.S. may pay 1 DO (not more!) for a -1 DRM. If successful, besides a big change in the Arab Street tracking, ignore all future events pertaining to Israel. May place a 'Pacified' marker on Israel to indicate this.

11.13 U.S. must check for Broken Force

This has no effect prior to 2006. Roll die. On a 4-6, the American military is too exhausted to carry out all missions. Place the 'Broken Force' marker on the current

turn. Until this problem is fixed, the U.S. player may invade no new countries, may not conduct counterinsurgency operations, and may not receive new ground combat units on the following turn.

Each turn after Broken Force occurs, roll one die. On a 1 - 3 the marker is removed. The U.S. player may pay 1 EP to get a -1 DRM prior to making this die roll.

11.14 Hezbollah-Israeli Conflict

This cannot occur if diplomatic operations made Iran a friendly nation (see 9.7). Otherwise, at next opportunity, Israel must attack both Hezbollah units with one unit plus the air unit. Place all Hezbollah units together in a single stack in Lebanon. Regardless of outcome of this battle, Hezbollah uses their missile in a strike, which succeeds on a '1', with result in this case of +1 more to Arab Street track.

11.15 Pakistani Government Collapse

Remove the Pakistani Missile and Air unit. Temporarily remove remaining Pakistani ground units and randomly pick one: place it in Karachi. Follow the procedure in 12.2 to see if al Qaeda gets WMD. Also, check 10.7; the U.S. forces in Afghanistan may be cut off from supply.

11.16 U.S. Action results in Severe Civilian Casualties

Roll die - on a 1-4 this happened in Iraq. If a 5-6, Afghanistan. If the rolled 'target' country has no U.S. units within its borders, ignore this. If Afghanistan, the Taliban gets one extra unit this turn (if available). Adjust Arab Street marker if it happened in Iraq.

11.17 Insurgency in an Arab Ally

The prerequisite is that the Arab Street marker must be at least 6, or else ignore this event. . Ignore this event if there was an Arab-Israeli War during the last turn OR a Gulf War within the last two turns. Roll one die;

On a 1-2 the insurrection is in Egypt, 3 – 5 is Saudi Arabia while a 6 is the Gulf States.

Place an 'Insurgency' marker in the country

If the insurrection is in either Saudi Arabia or Egypt, remove one unit from that nation's forces.

If it is Saudi Arabia then West also loses the oil there and thus 1 EP per turn.

If the insurgency is in the Gulf States then the airbase there is permanently no longer usable by the U.S.

Only SOF, CIA or UAV units can be placed in one of these countries to help fight the insurgency - otherwise conduct Counterinsurgency Ops normally (see 10.11).

11.18 War in Europe

The prerequisite is there must have been an Economic Crisis prior that did not end the game and no Economic Boom since that crisis. Consult the European War Resolution Table, roll the die, and determine the outcome. Friendly units in the European Holding Box provide a favorable DRM.

11.19 Al Qaeda/Taliban offensive in Afghanistan

The prerequisite is that there must be more than one al Qaeda/Taliban ground combat unit in Afghanistan and/or Pakistan. If there are, all these units must be moved into one stack and placed to attack the more weakly held of either Kandahar or Kabul or Tora Bora. If all are equally held, the precedence dictates an attack on Kandahar then Tora Bora then Kabul.

PROTRACTED TALIBAN OFFENSIVE - If there are surviving aQ and Taliban units in Afghanistan after the attack they must remain face up and attack again next turn and every turn after until all objectives are taken or they are wiped out. New units arriving in either Pakistan or Afghanistan must join in the attacks. The offensive ceases only when there are no more Taliban or al Qaeda units in Afghanistan at the end of a turn or when all objectives are Terror controlled.

11.20 Al Qaeda Operation in Iraq

The prerequisite is that the Iraq insurgency must be ongoing (the Insurgency marker in Iraq) and there must be at least one al Qaeda ground combat/terror unit in Iraq. The procedure is that the al Qaeda unit or units must attack the weakest held city of the four there, regardless of odds.

11.21 Corruption in Afghani Elections

This event adds a -2 DRM to any Counterinsurgency Operations in Afghanistan as long as it's in effect. It lasts two turns.

11.22 Somali Pirates Cause Havoc

If this event is rolled, one U.S. Fleet in the Persian Gulf, Indian Ocean or Mediterranean is not available this turn (your choice which). Remove it and bring back into play next turn.

11.23 Terror Cells in Far East a Threat

Al Qaeda operations pose a threat in the Philippines, Indonesia, and other Asia-Pacific countries. If this is rolled, either one Australian or one U.S. SOF unit must be immediately removed and placed on the turn track three turns away. In three turns, they may be returned to play (if they started on the map) or in the case of

Australia 'bought' and brought in that way.

11.24 Bin Laden Fortuitously Found

Roll die; on a 1, place bin Laden face up in Europe, on a 2-5, Pakistan, and a 6, Afghanistan. If a CIA marker is in the same box or country, the U.S. player may immediately execute a CIA assassination attempt per rule 8.3.

11.25 Increased Diplomatic Emphasis

The U.S. May Boost Number of Diplomatic Operations allowable by one per turn for the rest of the game. Ignore if rolled again or Strategy marker is currently on 6.

11.26 Iranian Nuclear Weapons

IF the Iranian nuclear facility is still intact flip Iran's nuclear stockpile chit. If it does not already show an Iranian stockpile (i.e., it says 'No Iranian Nukes'), replace that marker with the Iranian nuclear stockpile counter. Henceforth it is a known fact that Iran has the bomb and in event of a war with Iran it must be used as per rule 11.10 or 11.11. The nuclear stockpile counter cannot be attacked except during a ground invasion.

11.27 U.S. Must Change Strategy

If this is rolled after 2004, you must select a new strategy the next time you place the Year marker on a 'Strategy Change?' notation. You may select any legitimate strategy at this time (See 5.0).

12.0 TERROR AND “HOSTILE STATE” OPERATIONS

While the Random Events determines where and when al Qaeda, the Taliban, Hezbollah and hostile nations fight, actual conventional combat launched by Terror side units (including hostile countries) is done as per 10.2 through 10.4 and also 10.9

The following address points not covered in those rules: The 'Arab Street' and al Qaeda recruiting (See 7.6) and Iranian or Pakistani nukes and U.S. invasion (See 15.5)

12.1 Terror Strike Attacks

When called for by the Random Events Table, the player must roll a die for one al Qaeda terror strike for each al Qaeda EP currently available, to a maximum of 3, expending the full allowed number of EP's (i.e., 3 maximum) in so doing. Attempt one attack at a time, using the following procedure for each.

First, determine where each individual attack is to take place by rolling a die:

On a 1 or 2 the attempted attack occurs in the U.S.

Holding Box.

On a 3 or 4 the attempted attack occurs in the Europe Holding Box

On a 5 or 6 the attempted attack occurs in the Asia Holding Box.

Al Qaeda ground combat/terror units do not have to be present for a terror attack to occur. Consult the Terror Table and roll the die. Results explained below:

***NONE** - the al Qaeda EP is still expended but the attack has failed.

***SUCCESS** - Add 1 to the 'Arab Street' total and leave the Terror Strike marker in the Holding Box.

If in the U.S. or Asian Holding Box, at the start of next turns EP expenditure phase, deduct 1 U.S. EP (no more than 1 EP may be deducted, no matter how many successful terror strikes).

If in the European Holding Box, immediately roll a die: on 1 France leaves the game and on a 2 Italy leaves. On a 3 Spain leaves, on a 5 NATO leaves and on a 6, the Germans leave. Immediately withdraw the appropriate ground combat unit from play permanently, even if it did not enter the game. On a 4 South Asia bombings occur; bring on both the Australian and British SOF units, if not already on the map - as per 10.12, they must leave at the end of the next turn.

***BACKFIRE** - Deduct 1 from the 'Arab Street' total. There is no other effect.

12.2 WMD Attacks

If the event "Al Qaeda uses Weapons of Mass Destruction" is rolled and al Qaeda has the WMD counter, use same procedure as 12.1 to determine which holding box to attempt the attack in. Immediately roll one die - on a 3 or 4 the attack succeeds and the game ends immediately. (A Western Intel or CIA in the target Holding Box can be used to cause a DRM against this deadly roll - see 8.7. The U.S. player must decide whether to add +1 DRM or -1 DRM; this is a game where intuition counts for a great deal!)

Al Qaeda can get WMD's through the Random Event; 'Pakistani Government Collapse'.

12.3 Missile Strikes

Missile strikes are used to attack hard targets, such as nuclear facilities, oil facilities, airbases or cities. Strikes are resolved normally (see 10.9). Long range missiles may attack any target on the map (except into Holding Boxes) while short range missiles can only attack into an adjacent country.

12.4 Al Qaeda and Taliban Ground Units

All Taliban and al Qaeda units are always chosen randomly and placed face down, so you do not see what strength the chosen unit is. Al Qaeda and Taliban units are normally face down except when exposed by Random Event or intel operation. These only attack when Random Event dictates that they do (see 11.19, 11.20).

12.5 Hezbollah

If Israel launches a pre-emptive strike on Iran per Random Event, Hezbollah must automatically attack Israel - See 12.5. Also, Hezbollah undergoes attack if Israel if random event Hezbollah - Israeli Conflict is rolled (see 11.14).

12.6 Iran

If the U.S. invades Iran, in order to defeat the Iranian forces all four Iranian objectives on the map must be taken and simultaneously occupied - Khorramshar, Tehran, Isfahan and Hormuz. If all Iranian cities are not occupied, any destroyed Iranian units except air or missiles are automatically returned to play in the remaining cities, at the end of the U.S. military operations phase. If Iran is defeated, automatically place an Insurgency marker in the country.

During the Terror phase, all Iranian units must combine attack any U.S. side stack against which it can get the best odds. Also, if any air or missile unit survives it must execute a strike on the Saudi or Kuwaiti oil facility (see 10.9). The Saudi oil facility has priority! If at least two air or missile units survive, both targets must be engaged.

12.7 Pakistan

For the most part, Pakistan has little to do in the game. The only exception is if it's invaded by the U.S. or the U.S. pays a bribe to induce it to attack a Taliban unit in Pakistan (see 9.2C). If invaded, and somehow any units are left at the end of the U.S. military operation, the surviving Pakistani forces must attempt to hold any city that is still left unconquered. If only one Pakistani unit is left and two cities are untaken, by priority Pakistan must attempt to hold Karachi.

12.8 Syria

No al Qaeda units may set up there. If Syria is conquered, then place an insurgency marker. In the event Syria is conquered, al Qaeda units may be placed there (see 12.10).

12.9 Egypt

No al Qaeda units may set up there. Except in event of an Arab-Israeli war, Egypt does not fight. In the event Egypt is defeated in an Arab-Israeli war, no more Fleets can enter the Indian Ocean. If any are there already they may remain. In the event Egypt is conquered, al Qaeda units may be placed there (see 12.10)

12.10 Insurgencies

Insurgency markers are automatically placed in countries that have been conquered by the U.S. or Israel. In addition, al Qaeda ground units may also be placed in such countries (except Iran) - see 7.6, 10.11.

* The effect of Insurgency markers at games end affects victory conditions explained in rule 4.0, A, B, and E. The al Qaeda units and Taliban units are placed as per 7.62

* The U.S. Insurgency marker may be placed in a hostile, uninvaded country IF Strategy 5 "Freedom Fighters" is currently in effect (see 8.6, 8.8 and 10.11).

12.11 Kuwait and Jordan

These are smallish countries that are close to the U.S. for reasons of survival. Their armies may not leave their borders nor may they attack anything. I've put these units in the game for reasons of possible future game expansion. American ground combat units can be freely placed in Kuwait without declaration of Hostile status. Kuwait's oil fields may be subject to strikes by Iran in certain events (see 10.0, 11.11, 12.6).

12.12 Saudi Arabia

Saudi ground units only fight if attacked within Saudi Arabia. They may not leave their own country. Saudi oil fields may be subject to strikes by Iran in certain events (see 10.9, 11.11, 12.6).

12.13 Terror Side Counterinsurgency

At the end of any turn in which there is a pro-U.S. Insurgency in a Hostile nation and the event rolled is ignored, roll one die. On a '5' or '6' the Insurgency marker is removed. A CIA counter in the country causes a -1 DRM to the die roll.

12.14 Afghanistan

Units allied to both sides begin the game in Afghanistan: Taliban/al Qaeda and Northern Alliance/Warlords. The U.S. may declare Afghanistan hostile and invade without paying a DO. The Northern Alliance/Warlords ground combat units are friendly to the U.S. when Afghanistan is declared Hostile and may be used by the U.S. at that time. They may not leave Afghanistan and must stay in, or adjacent to, either Kabul or Kandahar.

13.0 SPECIAL SITUATIONS

These cover certain special situations not covered elsewhere in these rules.

13.1 Nuclear Attacks

The United States, Pakistan, Iran and Israel are the only nations capable of making a nuclear attack in the game.

13.1.1 The U.S. player may launch one nuclear attack per game

The player may choose to hit a single target (unit or stack of units, and/or a city) OR declare the entire nation it has struck to be destroyed. There is no die roll involved; destruction is automatic; place the U.S. 'nuclear strikes' marker. After, check against Victory Condition 4E to see if game ends.

13.1.2 Others Nuclear attacks

The other nuclear powers (Iran, Israel, Pakistan) can only attack one target and this is specified within the specific Random Event rules, as are instructions for determining the outcome of the attack. Fleets provide anti-missile DRM's to friendlies - see 10.8. If successful, place the 'nuclear strike' marker on the target. The game immediately ends - see rule 4E to determine the outcome.

13.2 Marine Landings

U.S. Marines may station at-sea and enter any country where U.S. units are under attack during the Terror/Enemy Operations phase. They must begin the turn either at sea or in a Holding box that turn. They do not need a Fleet counter to be at sea - they have dedicated amphibious assets.

If they remain at sea, they are subject to strike by air assets of a hostile power that is currently fighting U.S. forces.

13.3 UAV Strikes on aQ leadership

You may attempt these starting in 2008. The UAV may not be used for other operations this turn. Place the UAV over Pakistan or Afghanistan and roll a die. On a 1 or 2, roll again. On a 1 you have gotten in a very lucky shot and bin Laden is dead. Remove the counter from play.

NOTE: this does not require the IO (8.2) revealing bin Laden - that counter does not have to be face up nor do you even need to know where he is! This is just a lucky hit.

14.0 SCENARIOS AND VARIANTS

This briefly describes the two scenarios you may choose to begin the same with. See 3.0 for all setup instructions and initial EP, etc.

14.1 Historical Scenario

In the historical game you must begin with Strategy 1 (Axis of Evil) in 2001. All victory and other conditions remain the same.

14.2 Alternative Strategy Scenario

In this game you may choose one of either Strategies 2 (Total War), 3 (Small Axis of Evil) or 6 (Adjust Global Posture) as your initial strategy. All victory, initial EP and all other setup conditions remain the same. Numbers of DO, EP may vary according to the scenario chosen.

14.3 Total War Scenario

The Total War scenario is only 7 turns long and automatically ends in 2007. Use Strategy 2, Total War with this scenario. There can be no changes in strategy, either voluntarily or by Random Event in this game. See Strategy 2 for further information.

14.4 Scenario Variants

Use as desired with either scenario 14.1, 14.2, or 14.3. It is strongly recommended though that you first do at least one playthrough as this will strengthen your game.

14.4.1 Variable Diplomacy

Before play begins roll one die. On a 1 - 3 the U.S. player may use one additional DO per turn throughout the game. On a 4 - 6 the U.S. player must use one less DO per turn throughout the game. (TIP - you can decide for yourself whether to have more, or less, DO's available at start without any die roll. This game is in no small part about experimentation: feel free to be creative.

14.4.2 Intelligence

To see what might have happened if U.S. intelligence has been better prepared in 2001, just add all CIA/Western Intel markers at start and go to town!

15.0 OPTIONAL RULES

Some additional things you may want to consider trying.

15.1 Play Balance

If you feel the game to be out of balance one way or the other, first try adjusting the U.S. EP up or down, adjusting either the at-start or subsequent receipt of

these. I would advise you to be cautious though - each EP really represents a very considerable potential impact on the game. If the U.S. seems to have too many EP, limit accumulation to 5 or 6. Ditto the 'Arab Street'.

15.2 Demobilization

For each three U.S. units you remove from the map, receive 1 EP. It costs the usual EP cost if you want to bring them back.

15.3 DO more effective in ameliorating underlined events

To make the game more of a challenge, I only allowed a 50/50 chance for Diplomacy to head off certain international events.

To more closely represent historical reality, try allowing the die roll to succeed on a 3, 4, 5, or 6.

15.4 Location of bin Laden uncertain on turn 1

If you feel it somewhat less certain the bin Laden's location could always be known on turn 1, then at setup shuffle the counter with a blank and place face down.

15.5 Terror Side Nuclear Strikes

When designing the game I made the assumption that if the U.S. invaded Iran or Pakistan that somehow a way would be found to pre-empt a serious nuclear counterattack. If you want to discard this assumption try the following:

A. If Pakistan is invaded, immediately roll a die - on a 4, 5 or 6 Pakistan attempts to launch nuclear strikes against either the Stans or Gulf States airbase (You must have Basing rights in the target airbase and precedence is Stans first.) Roll another die; on a result of 1 - 3 the strike is successful; place the 'nuclear strike' marker on it. For each Fleet on the Gulf States airbase add 1 to the die roll.

B. If Iran is invaded, immediately roll a die - on a 5 or 6 they attempt to launch nuclear strikes against both the Saudi and Kuwait Oil Field. Roll another die; on a result of 1 - 2 the strike is successful; place the 'nuclear strike' marker on it. For each Fleet on the target add 1 to the die roll.

16.0 DESIGNER COMMENTARY AND CREDITS

Commentary is posted online in the game folder at www.consimworld.com - 'Potential Conflicts' section. If posting questions, please be sure to include the section number of the rule(s) involved. Thank you!

17.0 CREDITS

Designer – Bruce Costello

Map Art – Jeff Wise & Tim Allen

Box Art – Maximillian Bretschneider

Counters – Tim Allen & Maximillian Bretschneider

* Thanks very much to the following for their gracious assistance, suggestions, efforts, playtesting etc:

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SEQUENCE OF PLAY

Follow these steps precisely and you won't go wrong.

A. Strategy Selection, Economics, and Currency Expenditure

* You change strategy as per 5.2 and 5.3. (Not before 2005)

* You calculate and receives EP allotment for the turn (7.1, 7.2) (Skip in 2001)

* You expend EP to buy new units (7.3, 7.4). Additional EP expenditure takes place during the turn (7.3)

* You check the Arab Street, then calculate and receive new Al Qaeda side units. Shuffle with existing aQ units and place as per 7.62.

Also place Taliban units. (Skip in 2001)

B. U.S. Operations Phase

Perform the following operations suites in the following order:

A. Intelligence Operations (IO) (See 8.0)

- Remove Intel units as desired. Place Intel units as desired.

- Conduct IO

B. Diplomatic Operations (DO) (See 9.0)

C. Military Operations (MO) (See 10.0)

- Move all units you desire

- Perform Strike Missions

- Fight any battles you wish, one at a time

D. Receive new/replacement units, including Intel units (see 7.3).

C. Random Event Determination Phase

- Roll the die twice. If a second Random Event is called for, roll again.

- Apply results of each Random Event as and when called for (See 'D'). Some events last a turn, others last forever, and some may not apply depending on the situation.

D. Terror and Enemy Nation Operations Phase

*Check for WMD if Pakistan has collapsed (see 11.15)

*If called for by Random Event, Al Qaeda EP are expended to conduct Terror Strikes as per 7.63.

*Conduct Terror/Hostile Nation and other conventional Military Operations as dictated by Random Event (see 10.0, 11.0 and 12.0).

NOTE: you may conduct up to one friendly side strike and move ground units to reinforce before Terror side military combat is resolved. See 10.5

*Attempt Terror Strikes as directed by Random Event. If WMD are available to al Qaeda, they must be used now.

*Remove Allied or Israeli SOF units that began the current turn on the map (Ignore for units in holding boxes).

E. Victory Determination Phase

Check if the stipulations for victory for either side have been achieved. (See 4.0)